


Special Abilities



Amphibious

This unit moves through water squares  as though they were normal squares.



Anti-Aircraft Artillery (AAA)

When an opponent plays an Airstrike action card, add +1 to the anti-aircraft roll for each AAA unit in your army. See *Airstrikes!* on Rulebook p.5.



Arrow

At the end of the Order Phase, Mad Jack Churchill can place the Arrow marker on an enemy infantry within 7 squares and in Clear LoS. Remove the Arrow at the end of the Supply Phase.

Aimed Shot: On Mad Jack's order number, check the following conditions.



- Mad Jack has not moved.
- Mad Jack has not participated in an assault.
- The Arrow'ed unit is within 7 squares and in Clear LoS.

If Mad Jack meets all of these conditions, he can fire at the Arrow'ed unit with an Aimed Shot.

1. Roll a die.
2. Add the number of Mad Jack's order token to this die. (The longer he waits, the better the aim!)
3. If this roll meets or exceeds the target's defense, he hits the target.



Artillery Spotter

Provides accuracy to your blast patterns, including Indirect Fire and Artillery cards. If this unit has Clear LoS to a blast placed by another unit, reduce the dispersion distance by 1 intersection.

- You may combine the bonuses of two artillery spotters (or an artillery spotter with a *Precision* action card), effectively reducing the dispersion distance to zero.



Bagpipes

Bill Millin has a packed side (unslashed) and a ready side (slashed). With the ready side up, he can play a hymn.

- Bill deploys with three Hymn tokens. At the end of Bill's movement, you may place a Hymn token onto him. All friendly units within 4 squares of Bill gain the Hymn's bonus.

- Discard the Hymn token at the end of the Supply Phase.
- As a matter of honor, Bill will not attack while playing a Hymn, and he will not play the same Hymn twice during one battle.



- **Battle of Stirling!** +1 bonus to assault rolls, including attacking and defending units

- **March of the Cameron Men!**
+2 Movement

- **Flower of Scotland!** Affected units immediately lose all Suppressed markers and cannot gain Suppressed markers



Barrage Order




You may give this unit a Barrage order when activated. With this order, the Barrage Order unit does not fire. Instead, it directs heavy weapons units to fire together.

1. Choose a heavy weapon (red outline) unit, such as Bazooka or MG 42.
2. Find all units that:
 - Have that name (such as all Bazooka units)
 - Are within 3 squares of the Barrage Order unit
 - Are unactivated
 - Are flipped with the ready side up
3. You may give each of these units a firing order. Resolve each order separately.
4. Place an Activated marker on any unit that fires. (The unit loses its order token and cannot act again.)
 - Heavy weapons may take any shot during a Barrage order, including Indirect Fire or equipment shots.



Charge

This infantry assaults its enemies with guns blazing.

1. Give this unit an assault order.
2. When the unit moves into the target's square, it fires a shot against the target. Resolve this shot normally.
3. The defender gains any terrain defense bonuses, but do not apply any obstacle penalties   .
4. If the target survives the shot, resolve the assault.



Charm

At the end of the Order Phase, Julie Aubrac may choose any enemy unit within 4 squares and in Clear LoS. Remove that unit's order token.



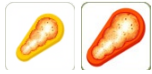
Dual Weapon

When this unit fires its weapon, roll two dice and keep the highest roll. Do not apply this bonus to equipment shots or assaults.



Engineer

This ability provides no direct bonus. However, only Engineers can detonate Bangalore equipment tokens, and some D-Day scenarios grant special actions for Engineers.



Flamethrower

This unit can fire a blast that begins in its square.

1. Fire on the Move: This unit can move and fire a flame with a single order (with a -1 attack penalty).

2. Flame from Attacker's Square: Place the small (yellow icon) or large (red icon) flame pattern so that its narrow end touches the center of the attacker's square.

3. LoS: Draw LoS from the attacker to each unit touching the flame.

Obstacles Affect Flames: Obstacles may block or obscure LoS to each target, adding the appropriate penalties.

Vehicles Block LoS (but not Infantry): Flames can pass through infantry, but not through vehicles. When flame attacks a vehicle, that vehicle blocks LoS to the units behind it.

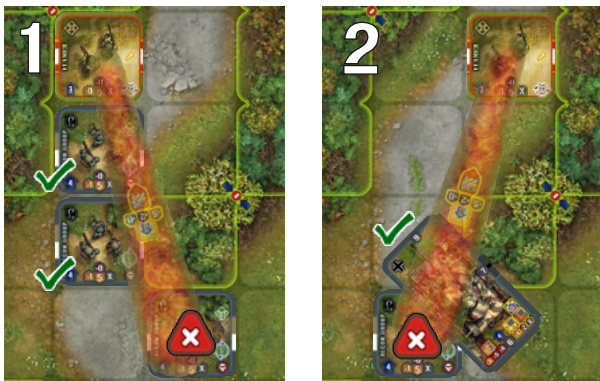
Buildings Block LoS: If the attacker is adjacent to a building opening, it can fire into the building, targeting every unit inside the building. The building contains the flame, so units outside of the building are not affected. Otherwise, buildings block LoS.

4. Roll Separate Attack Dice: Roll and resolve a different attack die for each unit touching the flame, using the flame token's combat bonuses.

Heavy Vehicle Targets: Blasts always hit a heavy vehicle's side defense.

5. Suppress Targets: Place a Suppressed marker on any target that survives this attack.

Boom! When a Flamethrower unit is destroyed, its gas pack ignites. Flip the unit over, creating an impassable square (similar to a wreck).



1. The flame passes through the first German infantry unit to attack the unit behind it. A hedge row blocks LoS to the third German infantry.

2. The flame hits the German tank but doesn't pass through to the infantry unit behind it.



Grenades

Oros Snowt may replace any shot with a Grenade. This uses the same rules and combat bonuses as a Grenade token, without discarding any tokens. See *Grenades* on Rulebook p.13.



Hawkeye

This unit takes no long-range penalty for shots past 7 squares. See *Line of Sight* on Rulebook p.10.



Howitzer

Howitzer attacks are blasts fired directly at the target, rather than firing an arc over obstacles. See *Indirect Fire* on Rulebook p.13.

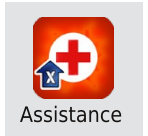
Must Have Clear LoS to the Target: Howitzers use the same rules as Indirect Fire, but the shot cannot travel through any obstacles . Howitzer attacks do not roll for dispersion.

May Fire from Inside a Building: A gunner may take cover inside a building, but it still cannot target units inside that building or any other building.



Medic

A team gains one Assistance marker for each Medic in the army.



Not Quite Dead Yet: When an infantry is hit anywhere on the map, you may prevent that hit by placing an Assistance marker and one Suppressed marker on that unit.

- When another unit is hit, you may move the Assistance marker to that unit. Removing an Assistance marker from a unit immediately applies the hit that was prevented earlier.

- An Assisted unit may still be hit and destroyed by other attacks.

Wounded: An Assisted unit must always have at least one Suppressed marker. It cannot remove its last Suppressed marker during the Supply Phase.

Heal: Medics have a packed side (unslashed) and a ready side (slashed).

1. After any square of unit movement, check if the Medic is adjacent to an Assisted unit.

2. If the Medic is unactivated and ready side up, then remove the Assistance marker from the unit.

3. Flip the Medic to its packed side. It cannot flip back to its ready side until the next turn.

4. The Assistance token returns to your supply.

- Healing does not remove Suppressed markers, but the Assisted unit may now remove its last Suppressed marker during the Supply Phase.



Psalm

Jackson deploys with three Psalm tokens. Discard a token to add +1 to a Sniper roll (before rolling the die).

- You may only discard one token per shot.



Substitute

When a heavy weapon (red outline) is hit, you may reassign the hit to a Substitute unit.

- The Substitute must be within a number of squares of the heavy weapon as shown on the ability's icon. The icon shown here requires the unit to be within 2 squares.

- This cannot redirect the hit of an assault.



Terrifying

When Von Kamptz wins an assault, place two Suppressed markers on the enemy unit (if it survives the hit).

- When Von Kamptz loses or ties an assault, place one Suppressed marker on the enemy unit.



Urban Fighter

Sasha can enter a building through an opening (white arrow) as though it were an entryway.

Equipment Options



Additional Shielding (x3)

Discard a token to add +1 to a heavy vehicle's defense against one shot (before rolling dice).

- You may discard multiple Additional Shielding tokens during a single shot.



Ammo Belt (x3)

Only units with Machine Gunner may use these tokens. Discard a token to add +2 to a shot against infantry or +1 to a shot against a light vehicle.

- You may discard multiple Ammo Belt tokens during a single shot.

- You may combine Ammo Belt tokens and Ammo tokens on a single shot.



APC Shells (x3)

Only heavy vehicles may use these tokens. Discard a token to add +1 to a shot against a heavy vehicle.

- You may discard multiple APC Shells tokens during a single shot.
- These tokens cannot improve a shot that has X combat bonus against heavy vehicles.



Bangalore (x6)

Discard a token to give an infantry a Bangalore order when activated.

Begin a Line: Place the Bangalore token adjacent to the infantry. Place a Bangalore token adjacent to that Bangalore, forming a straight line with the infantry that receives the order.

Extend a Line: Choose a Bangalore token adjacent to the infantry. Place a Bangalore token adjacent to that Bangalore, forming a straight line with the tokens.

Engineer Detonation: You may give an Engineer a detonation order when activated. The Engineer detonates an adjacent Bangalore and every other Bangalore in its line.

- Roll an attack against each target and structure adjacent to a detonated Bangalore, using the token's combat bonuses. Then, discard each detonated Bangalore.

- Bangalore tokens have Destruction 3.



Demolition Charge (x3) & Explosives M1 (x3)

Discard a token at the end of an infantry's movement, which may be Supply Phase movement. Place the token on an adjacent structure.

- At the beginning of any Supply Phase, this token explodes. Remove the token and make a Destruction 4 attack against the structure. See *Destruction* on Rulebook p.14.

- An infantry may place multiple tokens during a single movement.



Fuel (x3)

Discard a token to increase a vehicle's movement by +1 for a turn.

- A vehicle may only use one Fuel per turn.



Gear (x3 or x5)

This option provides 3 or 5 equipment tokens of the player's choice. During setup, choose any combination of tokens shown on the Gear option and place those tokens in your supply.



Goliath (x1)

This option provides the Goliath unit, which deploys normally during setup.

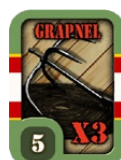
The Goliath cannot fire. It can move during the Activation Phase or Supply Phase, and it can be targeted and hit normally.

- Goliaths can move into a square occupied by any enemy infantry or vehicle. It may pass through the square or explode in the square.

- Exploding destroys the Goliath and attacks the unit in the Goliath's square, using the combat bonuses on the Goliath's flipped side.

- This explosion hits the side defense of heavy vehicles and has Destruction 2.

- The Goliath cannot explode during the Supply Phase!



Grapple (x3)

Discard a token to give an infantry a Grapple order. This order can replace an infantry's activation or its Supply Phase movement.

- Place the Grapple token on an adjacent cliff square.

- Infantry may move through a cliff square with a Grapple. This square has difficult passage (halts the infantry when it enters) and does not allow Fire on the Move.



HE Shells (x3)

Discard a token to replace the shot of a heavy vehicle's primary weapon (red weapon) with a Howitzer shot, using the red blast pattern. See *Indirect Fire* on Rulebook p.13.



Horn of Plenty (x1)

This option provides the Horn of Plenty unit, which deploys normally during setup, as a unit with Scout 3 (deploys up to 3 squares outside of the deployment zone).

- The Horn cannot move or fire, but it can be targeted and hit.

- The Horn provides explosives to all allied units within 2 squares, upgrading the units' blue blast pattern attacks to the green blast pattern.



1. This Engineer places a Bangalore with its first order.
2. With its second order, the Engineer places another Bangalore on the line.
3. With a third order, the Engineer detonates the Bangalores, attacking any adjacent units and structures.

**Magnetic Mine (x3) & Sticky Bomb (x3)**

Discard a token at the end of an infantry's movement, which may be Supply Phase movement. Place the token on an adjacent enemy vehicle.

- If the vehicle moves, the token remains attached.
- At the end of any Supply Phase, the token explodes. Remove the token and attack the vehicle, using the token's combat bonuses. This hits a heavy vehicle's side defense.
- One infantry may play multiple bombs on a single movement. Resolve each bomb separately.

**Position (x1)**

This option provides a one-square defensive position.

- During the Supply Phase, you may order an infantry to set up the position instead of moving. Place the Position in the infantry's square.
- Positions cannot be placed over buildings, wrecks, ruins, water, other defensive positions, or squares inaccessible to infantry.

**Shovel (x4)**

Only infantry may use these tokens. Discard a token to add +1 to an assault roll.

- You may discard multiple Shovel tokens during a single assault.



Dig a Trench: You may also discard a Shovel token to dig a sand trench.

- Discard the token at the end of an infantry's movement. The infantry must end its movement in a beach square.

- Place the token with its trench side up, on a line between squares, adjacent to the infantry that uses the token. This token obscures LoS

Trait Options

Heroes cannot use traits! Field commanders cannot share traits with units on other tiles!

**Ace Driver**

Only affects vehicles with Fire on the Move . Reduces the Fire on the Move attack penalty by 1.

- Does not affect units with no penalty to Fire on the Move.

**Bloodthirsty**

When these units win an assault as the attacker, they hit the defender twice.

**Courageous**

Remove 2 Suppressed markers from these units (instead of 1) during the Supply Phase.

**Ferocious**

When attacking during an assault, these units always force the defender to retreat, even win they lose or tie the assault roll. See *Assaults* on Rulebook p.12.

- The attacker must survive the assault to force a retreat.

- Vehicles never retreat from assaults.

**Hardboiled (x3)**

Discard a token at any time to remove a Suppressed marker from a unit. You may play multiple tokens to remove multiple markers.

- This token can't affect a roll unless used before rolling dice.

**Hardened**

Provides an order token, but at least one unit on the tile must receive an order token each turn, as with the Personal Order special ability.

No more than 10 order tokens per turn!

**Heroic (x3)**

Discard a token to reactivate a unit that just activated.

- This does not require another order token, but no other orders may occur between the two activations.

- Units cannot use two of these tokens to activate a third time.

- Units cannot use these tokens during the Supply Phase. (Units do not activate during the Supply Phase.)

**Intrepid**

These units always have initiative, acting before other units with the same order number.

- If opposing units have this trait, then the player with initiative acts first.

**Nazi Basterds**

Your enemies gain a +1 bonus to assault rolls against these units.

- This option provides 30 additional army points.

**Sharpshooters**

Increases the distance for long-range shots by 2 squares. (These units take a -2 long-range penalty against targets more than 9 squares away, rather than 7.)

- Also adds +2 range to all units with Limited Range . This does not increase the range of Grenades or other equipment token attacks.

**Tankbuster**

Only affects infantry with Assault. These infantry gain +2 combat bonus when assaulting heavy vehicles.

- This allows units with an X combat bonus versus heavy vehicles to assault with a +2 bonus.

**Tricky (x2)**

These tokens have a concealed side. See *Ambush* on Rulebook p.16.

- Deploy these tokens with the concealed side up, as though they were units. You may place order tokens on these tokens and move them.

- Destroy these tokens when they are spotted by another unit.
- If a Tricky token comes into LoS with another concealed unit, reveal all Tricky tokens first (and destroy them). Tricky tokens cannot spot a real concealed unit.
- Opposing Tricky tokens spot and destroy each other

**Triggerhappy (x3 Suppressed markers)**

When these units fire, you may place one of the 3 Suppressed markers on the target before rolling the attack.

- This affects any firing order, including Grenades or special ability shots, but not assaults.

Orders

Order options affect your entire army!



Airstrike & Artillery (x1 or x3)

At setup, shuffle 1 or 3 Airstrike or Artillery cards into your deck. These cards do not count toward the 40-card deck minimum. See *Custom Decks* on Rulebook p.5.

- Airstrike cards are subject to an AAA roll.



Battle Plan

Provides a special order token, which allows a unit to act on any order number. See *More About Order Tokens* on Rulebook p.6.



Directive (x1 or x3)

At setup, choose 1 or 3 of the Directive tokens shown below and place them in your supply.

- At the end of the Order Phase, you may place a Directive onto any officer (yellow outline) with order stars. Place no more than one Directive each turn.

- The officer and all friendly units within 3 squares gain the Directive's bonus.

- Discard the Directive at the end of the Supply Phase.



- **Fire at Will!** +1 combat bonus against infantry
- **Charge!** +1 bonus to assault rolls
- **Double Time!** +2 movement
- **Hold Your Ground!** +1 defense to infantry



Guardian

Your infantry gain +1 additional defense from any terrain with infantry defense bonuses.



Hidden

This order is similar to the *Concealed* order on Rulebook p.19.



Infiltrated (x2)

This unique option may only be played on the *Miller's Rangers* recruitment tile, and it only affects the units on that tile.

- Units on the tile gain Scout 6 (may deploy up to 6 squares outside of the deployment zone).

- These units may also use two Infiltrated tokens, which function like *Concealed* on Rulebook p.19.



Initiative (x1)

Discard this token to prevent the Initiative Marker from flipping during a Supply Phase. This means that the player with initiative does not change next turn. The Initiative Marker flips normally during the next Supply Phase.



Smoke (x3)

Provides smoke bombs. All shots fired from, into, or across smoke take a 4 or 2 obstacle penalty.

1. During the Order Phase, place an order token on a smoke pattern. Activate the smoke pattern during the Activation Phase.

2. Place the smoke pattern at any intersection on the map, with the side up.

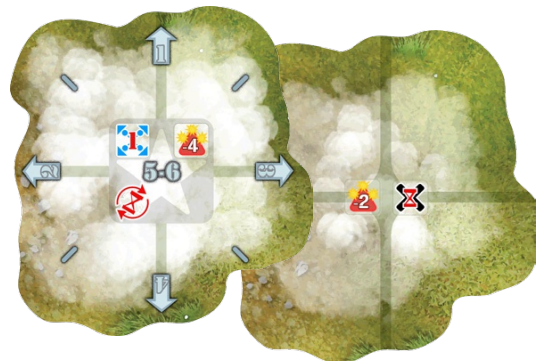
3. Roll a die for dispersion. If 1-4, move the smoke 1 intersection, as with Indirect Fire. See Rulebook p.13.

4. At the end of the next Supply Phase, flip the smoke to its side, reducing the obstacle penalty.

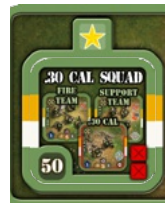
5. At the end of the following Supply Phase, discard the smoke pattern.

- Artillery Spotter units or the Precision action card can reduce the dispersion distance to zero.

Most obstacles check every square in LoS, not counting the attacker's square or the target's square. Smoke patterns only apply a penalty once for any shot, and smoke affects both the attacker's and target's squares.



Recruitment Tile Bonuses



Order Star: Place a unit option into this slot to gain an order token. You lose that token when the option flips.



Zero Cost: You do not need to spend any army points to recruit the recruitment option in this slot.



Scout: The units on this option gain Scout 6. (You may deploy the units up to 6 squares away from the deployment zone.)